

VOLUME VIII, #34

# BORIS THE SPIDER

A Journal of Duplicitous Deeds,  
Raw Power, and Naked Greed  
"Oh, what a tangled web we weave  
When first we practice to deceive"  
-- Sir Walter Scott --



11 OCT 06

(#254)

## Hanna Wins 1870!

Congratulations to Chuck Hanna for another fine win in 1870, finishing with a \$1500 lead on second place Chris Bailey. This opens two pages for a new 18xx game, and since we have four (Hanna, Zieske, Frueh, and Sims) signed up for 1856, that'll tentatively be the new start. We have room for two more, so sign up soonest. Game will start next issue or when we get six signed up looks like our current 1830 could end next time, so if you'd rather 1830, 1870, 1835, or 1829 up now for it.

### IMMEDIATE GAME OPENINGS:

**CIRCUS MAXIMUS:** Flippus may be available.

**DIPLOMACY:** Germany may be available.

**DUNE:** Ix, Landsraad, and Bene Tlellaxu available.

**1856:** New game start. Apply soonest.

### BORIS'S BULLETIN BOARD

**THOUGHT FOR THE MONTH:** "Learn how to recognize your greatest enemy. It may even be yourself." -- Mother Commander Murbella

**NEW ON THE WEBSITES:** The Hall of Fame page has been updated.

**PICTURE OF THE MONTH:** One of two birthday cakes at the Chattanooga Railgame Challenge January.

### BOOS & KUDOS

The Madame Boldue Press Excellence Award (and free issue) goes this month to the author(s) of classifieds in "Boris XVIII."

This month's Ms Nar Super-Sudsy Bomb is lobbed at Jim Fryling for the NMR after months of l orders.

**PERSONAL COMMUNICATION HERE (maybe):**

## BORIS THE SPIDER

c/o 203 Devon Ct

FWB, FL 32547-3110

<http://hometown.aol.com/prbolduc/boris/borishome.htm>

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Deadline for most games is 1800 CST 3 NOV 06



## RIOTS IN GERMANY!!

Spring 1987

XVIII  
2005F

**CLIFFHOME:** All of Germany, except for victorious Tannenberg, is out on the streets protesting the results of the 22nd Teutonic Tuba Tooting Tournament. Effigies of the allegedly corrupt judges, Hans and Fritz Katzenjammer, are being burned and worse throughout the nation. The fervor has infected the armed forces rendering them helpless. Meanwhile Turkey has entered BOH and WAR and Italy, with Russian approval, has entered British waters. For now, France has been granted a stay of execution.

### TROOP MOVEMENT

**ENGLAND** (Anderson): [F Nth-Nwy], F Lon-Yor, [F Lpl-Cly];

**FRANCE** (Nichols): [A Par-Bur], F Pic-Bre;

**GERMANY** (Haffey): NMR! A Hol H(u), A Bel H(u), A Mar H(u), A Bur H(u), F Swe H(u), F Ber H(u), A Tri H(u), F Kle H(u);

**ITALY** (Copeland): F Wes-Mid, F Spa(sc) H, F Mid-Iri, A Tri H, A Ven S A Tri, F Ion H, F Tyn-Lyo;

**RUSSIA** (R. Fisher): [A Mos S A War], [F Nwy-Nth], [A War S A Mos(r-???)], [F Cly S ITA F Mid-Iri];

**TURKEY** (Shacklett): A Boh-Sil, A Gal-War, F Gre S F Aeg, A Vie S A Bud, F Aeg S F Gre, A Ukr S A Gal-War, A Bud S A Vie, [A Sev-Mos], F Bla H, A Ser S A Bud.

Russian A WAR must retreat otb or to LVN or PRU.

Orders in brackets fail; amb = ambiguous, NBR = no build received, NMR = no move received, NRR = no retreat received, nso = not so ordered, nsu = no such unit, otb = off the board, otm = on the move, r-??? = retreats somewhere.

Due next are orders for Fall 1907 and Press. Ms Nar loves Press. See website for transcript and current map.

### EMBASSY BEAT

London to Ankara-you take the low road and I'll take the high road, and we will leave the Russians in the highlands, and I may never never see England again or the bonnie bonnie banks of McLaughlin!

Italy to France - Welcome back! Germany tells me he wants all of France for his own. I guess he doesn't need my help so don't expect any attacks from my units. Good luck

### CLASSIFIEDS

Turkey to Russia: Although it seems that I'm trying to destroy Russia, I merely want Moscow and Warsaw. I have no real interest in St. Petersburg (much too cold). Any suggestions other than those that aren't mentioned in polite company? -- Sultan Hydraulic-Jack

My Dear Sultan,

So you just "merely want Moscow and Warsaw". To me that seems pretty cheeky. Shelky. As befitting my own aristocratic breeding and fine sensibilities I "merely want" the return of my own Sevastopol and I'd appreciate my fair share of the Balkans and the late Austro-Hungarian Empire. So I say to thee: NAY, foul Knave. Have at You.

Very Sincerely,  
Your Friend,  
The Tsar



## COLONIAL DIPLOMACY

"Wide Open Spaces"  
Is the End Nigh?  
1986

200  
eaC

**ERRATA:** Dutch F Mad-Mys succeeded; Japanese [F ECS-SCS] and [F Kyu-ECS] failed.

**MIRKWOOD:** With the Dutch firmly in BAN, King David only needs two more colonies to reach magic number of 16 and victory. That could be any two of ANN, BEN, BOM, COC, HK, on RAN, curious French non-build this season may indicate the French are again surrendering to survive. Sultan would be most displeased as his troops are beginning to roll.

### TROOP MOVEMENT

China builds A SIK; will play 1 short due to lack of open starting colony. France is NBR so will 1 short. Holland builds F SUM. Russia tears A AFG. Turkey builds A BAG, A CON, & F ANG.

**BRITAIN** (Nichols): A Nag-Bom;

**CHINA** (Paulson): A Can-May, [A Nan-Can], [A Ben S A U-Bur], A Tib S A Ben, [A U-Bur S A Can-May]ld, A Yun S A Can-May, A Mac H, [A Sha S A JAP F ECS-Nan], A Pek S A Mac, A Sik-

**FRANCE** (G. Wilson): A Ran S A May-U-Bur, F Ton S A Ann-Can, A May-U-Bur, A Ann-Can;

**HOLLAND** (Anderson): A Mal-Ban, F Sulu, S S F SCS, [F WIO-Ara.S], F SCS C FRE A Ann-Can

Cey S F EIO-WIO, F For S F SCS, F BoB S FRE A Mal-U-Bur, F MP S F For, [F Hyd-Ben], F GoS

SCS, F Mys S BRI A Nag-Bom, [F EIO-WIO], F Sum-AS;

**JAPAN** (K. Wilson): F SoJ-OS, A P.Art S A Seo, F UP S F Kyu-ECS, A Vla S CHI A Mac, [F HK-S

F YS S F UP, [A Kyo-Kyu], A Seo S A Vla, [F ECS-Nan], [F Kyu-ECS];

**RUSSIA** (Copeland): A Bok H, [A Luc-Hyd], A Irk TSR Mos, A Mon-Irk, A Mos-Baku, A Tas-Aig

**TURKEY** (Burgdorf): A Raj-Pun, A Del-Nag, F Eri-RS, F GoA-WIO, [F Bom-Mys(r-???)], F Omai

[F Ara.S S F Bom-Mys], F Kar-Per, A Bag-Shl, A Con-Ang, F Ang-Med.

Orders in brackets fail; d= destroyed, imp = impossible, NBR = no build received, NMR = no move received, nso = not so ordered, otb = off the board, otm = on the move, r-??? = must retreat somewhere, u = unordered.

Turkish F BOM must retreat otb or to RAJ.

Due next time are retreats and orders for 1908. And press; Ms Nar craves press. See website for transcript and current map.

### EMBASSY BEAT

## GAME OPENINGS ELSEWHERE

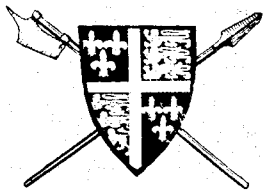
**BLUT UND EISEN** (Tom Butcher): Openings in *1826, AFTER THE HOLOCAUST, 18EU, 1856*, and whatever you may want to GM. Sub fee: 90¢ to \$1.20 an issue depending on size. Last received: #118, deadline 30 Oct 06.

**CHEESECAKE** (Andy Lischett): *DIPLOMACY*. No game or sub fee. Last issue received: #267, Sep 06, deadline 1 Nov 06.

**GRAUSTARK** (John Boardman): Standby players for *DIPLOMACY* wanted. Game fee/sub for starting players \$35 for duration of the game or \$15 for 10 issues. Last issue received: #778, 06, deadline 6 Oct 06.

**S.O.B.** (Chris Hassler): Openings in *DUNE, HISTORY OF THE WORLD, KREMLIN, MACHIAVELI SEAFARERS OF CATAN, SILVERTON*, and *AGE OF RENAISSANCE*. Sub fee: \$2/issue. Last received: #130, Sep 2006, deadline 12 Sep 06. See <http://home.adelphia.net/~chassler>

**WESTERN FRONT** (Brad Martin): Openings in *ACQUIRE, BRITANNIA, DARK CONTINENT, DIPLOMACY* (No-Press Gunboat), *EMPIRE BUILDER/EURORAILS, EMPIRES OF THE MIDDLE FAIR MEANS OR FOUL, HACIENDA, LORDS OF THE SIERRA MADRE, MACHIAVELLI, MONTGOLFIERE, PAX BRITANNICA, PRINCES OF FLORENCE, PUERTO RICO, RAILWAY RIVA, REPUBLIC OF ROME, RUSSIAN CIVIL WAR, SETTLERS OF CATAN, SHANGHAI TRADER, TIKA* Sub fee: free. Last issue received Sep 06, #82, deadline 24 Oct 06. See <http://groups.yahoo.com/group/wfront>



# KINGMAKER

"King of Pain"  
TURNS 19-20

KOP

## The Cast:

**THE MAD HUNGARIANS** (Dowrey): Fitzalan [30], Warden of the Northern Marches [(1)50], Stanley [50], *Le Lucas*. Event cards (1), Crown Cards (7).

**THE CALIFORNIA CONNECTION** (Scott): Pole [30], Chancellor of England [50], Scrope [10], Earl of Wiltshire [30], Chancellor of Cornwall [(1)50], Swansea [(20)], Leicester [(20)], Holland [20], Duke of York [30], Courtenay[30], Admiral of England [50], *Le Rose*. Lancaster [(20)]. Event cards (7), Crown Cards (6).

**KNIGHTS OF THE PRIVY POT** (Deb Anderson): Mowbray [50], Treasurer of England [50], *Le Swan*: Hastings [10], Bishop of Carlisle [(30)], Cromwell [10], Earl of Kent [30], Constable of London [(2)50], Percy [100], Lieutenant of Ireland [(2)50], Archbishop of York [(30)], Bishop of Durham [(30)], Northampton [(20)], *Le Nicholas*. Carisbrooke, Calais, Newcastle. Event cards (2), Crown Cards (5).

**THE STAFFORDSHIRE QUARTERSTAFFS** (Shacklett): Stafford [30], Chamberlain of Chester [(2)50], Nottingham [(20)], Neville [50], Audley [10], Roos [20], Herbert [10], Talbot [30]. Event cards (4), Crown Cards (2).

**WESTERN FRONT** (Martin): Howard [10], Duke of Exeter [20], Archbishop of Canterbury, Bristol [(30)], Coventry [(20)], Clifford [10], Earl of Worcester [30], Captain of Calais [(3)50], Bishop of Lincoln, *Le Michael*. Event cards (4), Crown Cards (2).

**TURN 19 (cont):** TCC gives a Crown Card ( ) to MH. All of SQ goes with Stafford to Leeds.

## MOVEMENT:

**SQ:** All Leeds-EI-Eg-Fk-FJ-Gm(C)

**MH:** Bouchier boards *Le Lucas* at Rochester which then moves S15-S19-S22-S27-S26. Stanley, Fitzalan and Artie move Fe-GJ-Gk-Hm-Il.

**TCC:** Pole with Richard of York, Holland, Scrope, & Duke of York @ Lancaster-Oc-Preston. *Le Christopher & Le Margarete* Rye-S12-Continent. *Le Rose* @ Milford Haven moves S16-S21-S24-S30-Preston.

**WF:** Howard made Warden of the Cinque Ports. *Le Nicholas* S1-Rye. Clifford holds on the Continent. Howard Canterbury-Rye.

**KPP:** Cromwell Rochester-Leeds-(following Stafford)-EI-Eg-Fk-FJ. Hastings & Percy

Pn-Helmsley-Wressle-Touten-Wakefield. Mowbray Grantham-Newark-Tickhill-Wakefield. *Le Nicholas* S2-S3-S4-S5-S11. *Le Swan* Carisbrooke-S10-S11.

**COMBAT:** None.

**CROWN CARDS:** All get a card.

**TURN 20 SQ** still suffers from "Defeatism Rife".

## EVENT CARDS:

**MH:** #59. Scots Raid. Percy to Cockermonth. Westmoreland (n/e) to Preston. Bishop (Hastings) to Carliske, Warden (n/e) to Berwick.

**TCC:** #28. Storms at Sea. *Le Lucas* to Boston. Kingston, Lynn, Ravenser, or Whitby. *Le Nicholas* and *Le Swan* to Pevensey.

**KPP:** Keeps card ( )

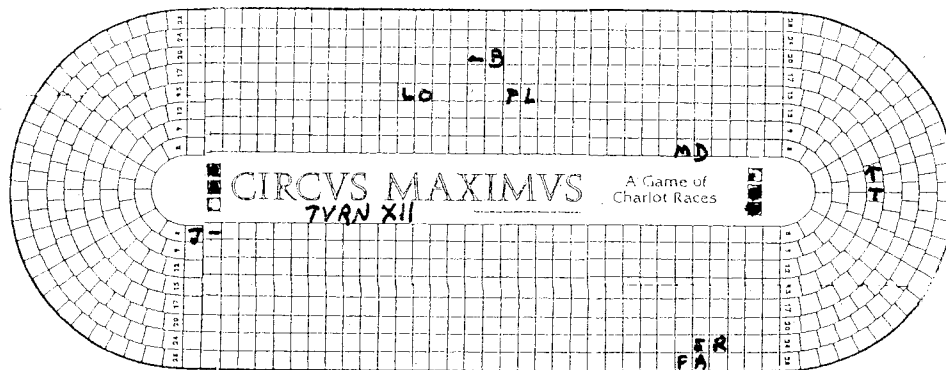
**SQ:** #109. Mutiny on *Le Rose*. Ship card back to the deck.

**WF:** #110. Mutiny on *Le Swan*. Ship card back to the deck.

**NOBLES:** Audley, Herbert, Neville, Roos, Stafford, Talbot @ Gm; Cromwell @ FJ; Bouchier is in some port. Clifford on Continent; Duke of York, Holland, Pole, Scrope @ Preston; Fitzalan & Stanley @ Il; Hastings in Carlisle; Howard in Rye; Mowbray in Wakefield; Percy in Cockermonth.

**SHIPS:** *Le Christopher & Le Margarete* @ Continent, *Le Lucas* in port off S26, *Le Michael* interned @ Carisbrooke; *Le Nicholas* @ S11, *Le George & Le Trinity* @ Rye.

**HEIRS:** **Reds:** King Henry at Cockermonth w/ Percy, Margarete & Edward of Wales in Beaumaris; Artie w/ Fitzalan @ Il. **Whites:** Richard of York in Preston w/ Pole, George @ Gm w/ Stafford; Richard of Gloucester, Edmund of Rutland, Edward of March (RIEF).



NO BLOOD!

## TVRN XII:

Odds	COLOR	DRIVER (CDM/DH)	CART	Whip	Wheels	TEAM	END	Speed	D/E
3-1	White	Trickster (+2/9)	L	Y	0/0	1332	29	11	1/1
5-1	Aqua	Mellito Domi Adsum (+2/8)	M	Y	0/3	3431	26	13	2/1
7-1	Green	Benjos (0/6)	H	Y	0/0	6431	26	14	2/1
7-1	Red	Fastus Maximus (+2/10)	L	Y	0/0	7536	13	23	2/2
9-1	Yellow	Josephis (+2/9)	L	Y	0/0	6335	15	19	2/1
9-1	Blue	Sprinticus Rex (+2/8)	L	Y	0/0	7536	08	23	2/2
22-1	Purple	Luke Outtus (1/7)	M	Y	0/0	5435	25	18	2/1
39-1	Orange	Flippus Maximus (+2/10)	H	Y	0/0	5322	19	14	2/1

**Sprinticus Rex:** 23, no whip. Ahead 23.

**Fastus Max:** 23, whip (5, -5 END). Out 1, ahead 27.

**Luke Outtus:** 18, whip (3, -3 END). In 1, ahead 19.

**Mellito Domi Adsum:** 8, no whip. Ahead 8.

**Trickster:** 11, no whip. Ahead 11.

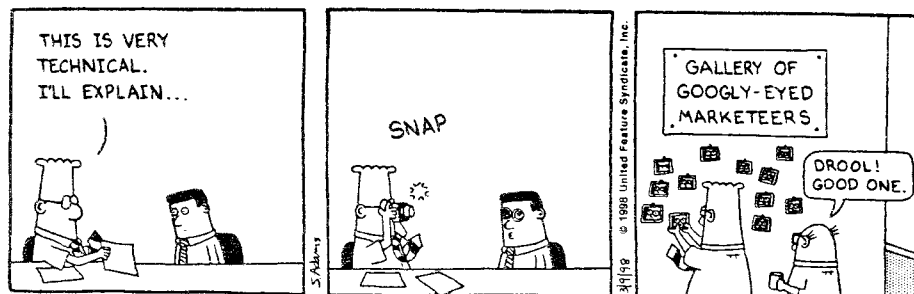
**Flippus Max:** NMR! 14, no whip. Ahead 14.

**Benjos:** 14, no whip. Ahead 14.

**Josephis:** Josephis: 10, no whip. Ahead 3, cornerstrain at 2-over: 12-2 = n/e, -2 END), ahea

Odds	COLOR	DRIVER (CDM/DH)	CART	Whip	Wheels	TEAM	END	Speed	D/E
3-1	White	Trickster (+2/9)	L	Y	0/0	1332	29	11	2/1
5-1	Aqua	Mellito Domi Adsum (+2/8)	M	Y	0/3	3431	26	13	2/1
7-1	Green	Benjos (0/6)	H	Y	0/0	6431	26	14	2/1
7-1	Red	Fastus Maximus (+2/10)	L	Y	0/0	7536	08	23	2/2
9-1	Yellow	Josephis (+2/9)	L	Y	0/0	6335	13	19	2/2
9-1	Blue	Sprinticus Rex (+2/8)	L	Y	0/0	7536	08	23	2/2
22-1	Purple	Luke Outtus (1/7)	M	Y	0/0	5435	25	18	2/1
39-1	Orange	Flippus Maximus (+2/10)	H	Y	0/0	5322	19	14	2/1

Game transcript and map are on the website.





# MAHARAJA

Turn 14



## THE CAST:

Rudy Zodda: Green  
Paul Barrett: Yellow

Dave Anderson: Purple  
Wayne Morrison: Blue

## BOARD:

**Pandya** (1.5): 1A @ Golkonda.  
**Marathas** (2): 3A, Roa @ Andhra; 2A @ Maharashtra, Mysore; 1A @ Kerala.  
**Cholas** (x): 1A @ Malabar, Arms.  
**Sinhalese** (0): 2A @ Lanka, Sinhala; 1A @ Karnatak.  
**Sikhs** (1): 1A @ Kashmir.  
**Rajputs** (0.5): 3A @ Delhi; 1A @ Assam, Orissa.  
**Muslims** (1): 2A @ Bidar; 1A @ Berar, Gondwana, Magadha.  
**Mughals** (0): 3A @ Malwa; 2A @ Bengal; 1A, Arms @ Lahore; 1A @ Baluchistan, Bihar, Bundelkhand, Gandhara, Jaunpur, Oudh, Punjab, Rajputana, Sind. Nizan @ ???  
**Portuguese**: 1A, F @ Gujarat; 1A @ Khandesh; 1F @ Sind.  
**Dutch**: 1A @ Indian O; F @ Karnatak.  
**French**: 2A @ BoB, Indian O; F @ Andhra; Dupleix @ ???.  
**British**: 4A @ Indian O; 2A @ Arabian, Bijapur, BoB; F @ Bijapur, Malabar  
Allied: Cholas (P), Rajputs (A).

**Score**: Purple 72, Yellow 58, Blue 54, Green 48.

## TURN 14:

**Mughals** (0): 1. Alamgir dies. Grow 12 pp. Place 1A @ Lahore, Gandhara, Baluchistan and Punjab. Add Nizam in Malwa. 1A, Arms Lahore-Kashmir, 1A Gandhara-Kashmir (Sikhs submit, Mughals w 1A-Gandhara. 1A, Arms w-Lahore). Nizam, 2A Malwa-Bundelkhand-Gondwana (1+1, 1:5; 4+1:1; 5+1:4 -1 Mughal, -1 Muslim). 2A Bengal-Orissa (Rajputs submit, 2A w-Bengal). Score 1 Raja VP.

**Portuguese**: 1A Khandesh-Gujarat.

**Dutch**: Hold.

**French**: 2A BoB-Indian O-Lanka (6,6:3,2 -2 Sinhalese), 2A, L Indian O-Arabian S-Bijapur (2+1, 1:5+1,3+1,1 -1 French, French r-Arabian). Can't give arms to Muslims, but can to Marathas.

**British**: 4A Indian to Karnatak (Sinhalese may submit). 2A BoB-Indian O-Kerala, 1A Arabian-Indian O-Kerala (4,3,3:2 -1 Maratha; build F). 1A Arabian vs French 1A, L (4:3+1; 3:5+1 -Brit).

## BOARD:

**Pandya** (1.5): 1A @ Golkonda.  
**Marathas** (2): 3A, Roa @ Andhra; 2A @ Maharashtra, Mysore. Arms??  
**Cholas** (x): 1A @ Malabar, Arms.  
**Sinhalese** (0): 2A @ Sinhala\*; 1A @ Karnatak.  
**Sikhs** (1): 1A @ Kashmir.  
**Rajputs** (0.5): 3A @ Delhi; 1A @ Assam, Orissa.  
**Muslims** (1): 2A @ Bidar, 1A @ Berar, Magadha.  
**Mughals** (0): 1A, L @ Gondwana; 2A, Arms @ Lahore: @ Baluchistan, Bengal, Gandhara, Punjab; 1A @ Bihar, Bundelkhand, Jaunpur, Oudh, Malwa, Rajputana, Sind.  
**Portuguese**: 2A, F @ Gujarat; 1F @ Sind.  
**Dutch**: 1A @ Indian O; F @ Karnatak.  
**French**: 1A, L @ Arabian; 2A @ Lanka; F @ Andhra.  
**British**: 4A @ Karnatak\*; 3A @ Kerala; 2A @ Bijapur; F @ Bijapur, Malabar, Kerala.  
Allied: Cholas (P), Rajputs (A).

**Score**: Purple 72, Yellow 58, Blue 54, Green 49.

**LEGEND**: A = Army, F = factory, \_ = die roll by factory, L = leader, P = population marker, pp = population points, r-??? = retreats-???, w-??? = withdraws-???

Game transcript and map are posted on the website.



# BRITANNIA

"Fristian"

Turn XIII

**The East**: Nations in Italics are extinct. In parentheses are not yet in play

A (Hanna). *Romans*, *R-Bs*, *Norsemen*, (Norwegians)

B (Anderson): Welsh, *Jutes*, (Normans)

C (Buttita): Brigantes, Caledonians, Danes

D (Boyum): Picts, *Irish*, Angles

E (Fruehl): *Belgae*, *Scots*, Saxons, Dubliners

## Turn XIII

## Board:

**Welsh** (B, 2): 3A @ Powys; 2A @ Dyfed; 1A @ Clwyd, Cornwall, Devon, Gwent, Gwynedd.

**Brigantes** (C, 0): 4A @ Strathclyde; 2A @ Galloway.

**Picts** (D, 2.5): 2A @ Alban, Mar, Moray, Skye.

**Caledonians** (C, 2): 2A @ Calthness.

**Norsemen** (A, 2.5): 3A @ Dalriada; 1A @ Hebrides, Orkneys.

**Dubliners** (E): 3A @ York; 1A @ Cheshire, Cumbria.

**Danes** (C): 2A @ North; 1A @ Suffolk.

**Saxons** (E, 1.5): Alfred, 3A @ N Mercia; 2A @ Essex. 1A @ Avalon, Hwicce, Lindsey, Norfolk, S Mercia, Sussex, Wessex. Edgar @ ???

**Angles** (D, 2.5): 2A @ Dunedin, Pennines.

**Danes** (0): Grow 1 pp. 2A North-Fristian-Norfolk (6,1:5 -1 Dane, -1 Saxon).

**Saxons** (1.5): Alfred retires. Grow 7.5 pp. Place Edgar @ N Mercia and 1A @ Lindsey, S Mercia Essex. 1A N Mercia-March, 2A Lindsey-Norfolk (5,2:6 -1 Dane, 1 Saxon), 1A N Mercia-Lindsey Edgar N Mercia-Suffolk, 1A S Mercia-Suffolk, 1A Essex-Suffolk (6+1,1:6 -1 Dane, 1 Saxon), 1A Essex-Kent.

**Angles** (D, 2.5): Grow 1.5. Add 1A @ \_\_\_\_\_. (Overpopulated)

**SCORE**: C(63), E(62.5), A(51), D(47), B(34)

## Board:

**Welsh** (B, 2): 3A @ Powys; 2A @ Dyfed; 1A @ Clwyd, Cornwall, Devon, Gwent, Gwynedd.

**Brigantes** (C, 0): 4A @ Strathclyde; 2A @ Galloway.

**Picts** (D, 2.5): 2A @ Alban, Mar, Moray, Skye.

**Caledonians** (C, 2): 2A @ Calthness.

**Norsemen** (A, 2.5): 3A @ Dalriada; 1A @ Hebrides, Orkneys.

**Dubliners** (E): 3A @ York; 1A @ Cheshire, Cumbria.

**Danes** (C, 1): None.

**Saxons** (E, 0): 1A, Edgar @ Suffolk; 1A @ Avalon, Essex, Hwicce, Kent, Lindsey, March, N Mercia, Norfolk, S Mercia, Sussex, Wessex.

**Angles** (D, 2.5): 2A @ Dunedin, Pennines.

**Legend**: A = Infantry army, C = cavalry army, F = fort, L = legion or leader, pp = population p  
R = raider, r-??? = retreats to ???, w-??? = withdraws to ???, (\*) = in melee, \_#\_ = attack by/agal  
cav/legion

Game transcript and current map can found on the website.



# BLACKBEARD

Turns 104-115



## THE CAST:

1. (Barrett) Portugues; Sloop
2. (Zodda) Davis; Sloop
3. (Bargender) Taylor; Sloop
4. (Martini) Rackham; Schooner.

## STATUS:

#	Captain	Ship	Hex	Spd	Cbt	Not	Cun	Unr	NW	H1	H2	Hostage	Attk
1	Portugues	Sloop	G19a	+3	4	35	(2/3)	1	282	--	--	--	FSN
2	Davis	Sloop	M14	+3	6	14	5	3	674	--	--	--	NP
4	Rackham	Scnr	B16i	+1	5	0	2	7	0	--	--	--	--
4	Rhett	KC	O16		5	13							
3	Taylor	Sloop	P11D&R+3	6	0	3		4	0	45	300	1(14)	S
4	Ogle	KC	Box1	3	3sc	--	crippled						
2	Maynard	KC	Box1	4	14								
3	Herdman	KC	Box1	3	15								

## The Board:

Guvs: Pro: 35, 46, 53, 31, 41  
 Merchants: 21, 61, 61, 45, O15(B5), 23, 52, 16, 36, 54, 21, 21, 33, 21, 21  
 Warships: J16, 36  
 Out-of-Play Pirates: Teach (#3)  
 Anti: 23, 24, 54, 64  
 Destroyed Port: 14, 32  
 Letters of Marque: PFB

Turn	Player	Action	Draw
104	1	Refit (+1 to CBT)	34
105	2	Examines then declines attack on merchant -1 UNR Remove Odd Merchants, new merchant @ 23	61, 23, 54
106	4	JR continues careening (+6); speed to +3	53
107	4	JR moves 3+3 to #54 and searches, no sighting Random Event (reshuffle), Scurvy worsens, Ogle 4=OK. Storm: JR takes 4 Spd Damage; Merchant in #54 back to cup 61 Remove Odd Merchants, new merchant @ 56	25, 12, 23, 61, 56, 32
108	2	HD moves 1+3 M14-Q14. Search. No sighting.	44, 21
109	1	BP weighs anchor. Moves 4+3 to E21 via #23. Draw new Merchant at #25	63, *C, 25, 53
110	4	JR moves 6-1 to C17i and anchors	22
111	1	BP moves 3+3 to J23. search, finds 2 more merchants	64, 46
112	4	JR careens, removing dr = 1 of speed damage.	34
113	2	HD moves 3+3 to W15; search = no	55, 26
114	2	HD moves 6+3 to X19; search = no	13, 51
115	4	JR careens removing dr = 6 speed damage Draw new merchant at #15 Move or Draw Warship	*A, 15, 65

## STATUS:

#	Captain	Ship	Hex	Spd	Cbt	Not	Cun	Unr	NW	H1	H2	Hostage
1	Portugues	Sloop	J23	+3	5	35	(2/3)	1	282	--	--	--
2	Davis	Sloop	X19	+3	6	14	5	2	674	--	--	--
4	Rackham	Scnr	C171a	+3	5	0	2	7	0	--	--	--
4	Rhett	KC	O16		5	13						
3	Taylor	Sloop	P11D&R+3	6	0	3		4	0	45	300	1(14)
4	Ogle	KC	Box1	3	1sc	--	crippled					
2	Maynard	KC	Box1	4	14							
3	Herdman	KC	Box1	3	15							

## The Board:

Guvs: Pro: 35, 46, 53, 31, 41  
 Merchants: 52, 16, 36, 56, 25, 25, 25  
 Warships: J16, 36  
 Anti: 23, 24, 54, 64  
 Destroyed Port: 14, 32



# JUNTA

Coup Attempt!  
Year 8



## THE CAST: (and Table order)

Rick Copeland (Martini)  
 Chuck Hanna (Shades)  
 Wayne Morrison (Mustache)

Dave Anderson (Hat)  
 John Butitta (Stickpin)

## Coup

**ROUND 4:** Bro-in-Law can do nothing. Martini moves 6A Cathedral-Wealthy Neighborhood. retreats 3A Prez Palace to University City. Shades ....

**Due next:** Rest of Coup, etc.

**Coup:** (\* has first fire)

**Brother-in-Law:** Gunboat @ River

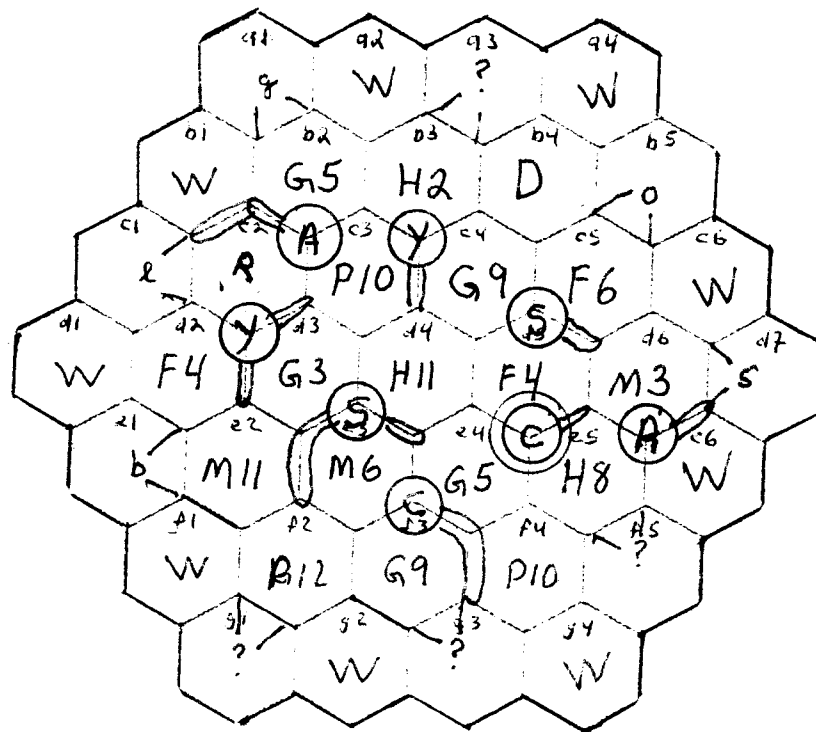
**Martini (Rebel):** 6A @ Market, Paratroopers @ Base, 1 Airstrike

**Hat (1st Rebel):** 3A @ University City

**Shades (El Presidente):** 3A @ Presidential Palace

**Stickpin (Loyal):** 3A @ Market\*, 1 Cop in each Precinct, Marines @ S River Suburb  
 8 2 dice per defender in the Palace

You have \_ MP in hand and \_ MP in the Bank.





## MEMORY IS FICKLE OR 9b-10c

MiF

### PLAYER STATUS: (\*Prez) (#) = certs (max 16)

Frueh: \$412, 6\* B&M, 5\* C&O, 2 NYNH&H, 1 Erie, 1 NYC (12+1)  
Hanna: \$1212, 6\* NYNH&H, 8\* Erie, 3 NYC, 2 C&O, 1 B&M, 2 CP, 2 B&O, 3 PRR (15+10)  
Bailey: \$747, 6\* NYC, 6\* CP, 1 NYNH&H, 1 PRR 2 B&O, 2 B&M, 1 C&O (16+1) <PRIORITY>  
Zieske: \$713, 6\* B&O, 6\* PRR, 1 NYNH&H, 2 CP, 1 Erie, 2 C&O, 1 B&M (11+6)

### CORPORATE STATUS:

Corp	Prez	Price	Pool	Cash	Train	Tokens
NYC	CB	C185	0	86	6	E19, H16, F16, 1
B&O	PZ	D120	0	1	5	I15, H10, 1
C&O	MF	E100	0	1	5	F6, 2
CP	CB	A100	0	27	6	A19, F16, 2
NYNH&H	CH	E82	0	21	D	G19N, F22
B&M	MF	G69	0	0	D	E21, F22
PRR	PZ	H67	0	0	D	H12, H18W, H10, 1
Erie	CH	F58y	0	18	5	E11N, 2

### OR 9b (concluded):

**C&O:** Upgrade G11 w/tile #23 (sw) (linking G9 & F12), run train - F2-F4-F6-G7-F12 for \$180, payout dividends! (Pup +\$90, CH & PZ +\$36, CB +\$18) - stock price moves to A112, no train purchase.

**CP:** Lay 45(w) in H14. Run I15-H16-F16-G17-G19s-H18 (\$280). Pay divs (CB +\$168, CH & PZ +\$56). Price to A112.

**NYNH&H:** Play #43 in G9(w). Run E23-F24-F22-F20-G19-G17-H16-I15 (\$300). Pay (CH +\$180, MF +\$60, CB & PZ +\$30). Price to E90.

**B&M:** Lay #7 in F8(se). Run E23-F24-F22-F20-G19n-G17-H16-J15 (\$300). Pay divs (MF +\$180, CB +\$60, CH & PZ +\$30; stock moves to G70).

**PRR:** Lay #27(w) in H8. Run F16-G17-G19-H18-H16-H12-H10-E11-F10-G7-H4-F4-F2 (\$470). Withhold. Price to H60y.

**ERIE:** Play #18 in D8(ne). Run D10-D10-E11-H16-I15 (\$250). Withhold. Price to F50y.

### OR 9c:

**NYC:** Lay #43(e) in E13. Run I15-H16-F16-G17-G19s-H18 (\$280). Pay divs (CB +\$168, CH +\$84, MF +\$28). Price to C200.

**B&O:** Lay #23(nw) in G3. Run I15-H16-H10-H4-F2 (\$230). Pay dividends (PZ +\$138, CH & CB +\$46). Price to D130.

**CP:** Lay #9(w) in B22. Run I15-H16-F16-G17-G19s-H18 (\$280). Pay divs (CB +\$168, CH & PZ +\$56). Price to A126. Buy 6-train from NYC for \$1.

**C&O:** Lay #41(w) in H8. Run F2-F4-F6-G7-E11 (\$190). Pay dividends! (MF +\$95, CH & PZ +\$38 and CB +\$19). Stock moves to D120, no train purchase.

**NYNH&H:** Lay #27(se) in E3. Run E23-F24-F22-F20-G19-G17-H16-G7-H4-F4-F2 (\$380). Retain earnings; price to E82.

**B&M:** Lay tile #3(sw) in D4. Run E23-F24-F22-F20-G19-G17-H16-G7H4-F4-F2 (\$380). Payout MF +\$228, CB +\$76, CH & PZ +\$38. Stock moves to F75.

**PRR:** Lay #59(nw) in E5 (-\$80). Token in H16 (-\$100). Run F16-G17-G19-H18-H16-H12-H10-E12-F10-G7-H4-F4-F2 (\$460). Pay dividends (PZ +\$276, CH +\$138, CB +\$46). Price to H67. Buy 5-train from B&O for \$1.

**ERIE:** Lay #9(sw) in C11. Run D10-D10-E11-I15 (\$210). Retain earnings. Price to F42o.

### SR 10:

Bailey sells 1 B&O and 5 NYC (+\$1130); no price change; NYC Prez transfers to Hanna.

Zieske sells 1 NYNH&H, buys 1 NYC (+\$82-200). NYNH&H price to F75b.

Frueh buys NYNH&H (-\$75).

Hanna sells 2 B&O and 1 B&M, buys NYC (\$260+75-200). B&M to G70.

Bailey buys B&M (-\$70); B&M sold out.

Zieske passes. Frueh buys B&O (-\$130).

Hanna buys NYC (-\$200).

Bailey, Zieske & Frueh pass. Hanna sells 1 C&O (on ledge), buys 1 NYC (+\$120-200).

Bailey buys C&O (-\$120). C&O sold out.

Bailey, Zieske & Frueh pass. Hanna sells 1 C&O (on ledge), buys 1 NYC (+\$120-200).  
Bailey buys C&O (-\$120). C&O sold out.  
All pass. Zieske has the Priority. All but NYC, B&O, and CP rise one row.

### PLAYER STATUS: (\*Prez) (#) = certs (max 16)

Frueh: \$893, 6\* B&M, 5\* C&O, 3 NYNH&H, 1 Erie, 1 NYC, 1 B&O (14+1)

Hanna: \$1771, 6\* NYNH&H, 8\* Erie, 6\* NYC, 1 C&O, 2 CP, 2 B&O, 3 PRR (16+7)

Bailey: \$2477, 1 NYC, 6\* CP, 1 NYNH&H, 1 PRR, 1 B&O, 3 B&M, 2 C&O (14)

Zieske: \$1295, 6\* B&O, 6\* PRR, 2 CP, 1 Erie, 2 C&O, 1 B&M, 1 NYC (16+1) <PRIORITY>

### CORPORATE STATUS:

Corp	Prez	Price	Pool	Cash	Train	Tokens
NYC	CH	C200	1	87		E19, H16, F16, 1
C&O	MF	C140	0	1	5	F6, 2
B&O	PZ	D130	2	2		I15, H10, 1
CP	CB	A126	0	26	66	A19, F16, 2
NYNH&H	CH	E82	0	401	D	G19N, F22
B&M	MF	F75	0	0	D	E21, F22
PRR	PZ	G67	0	0	5D	H12, H18W, H10, H13
Erie	CH	E55y	0	478	5	E11N, 2

Bank has \$4,090.

### AVAILABLE TRAINS: DDD

### AVAILABLE TILES:

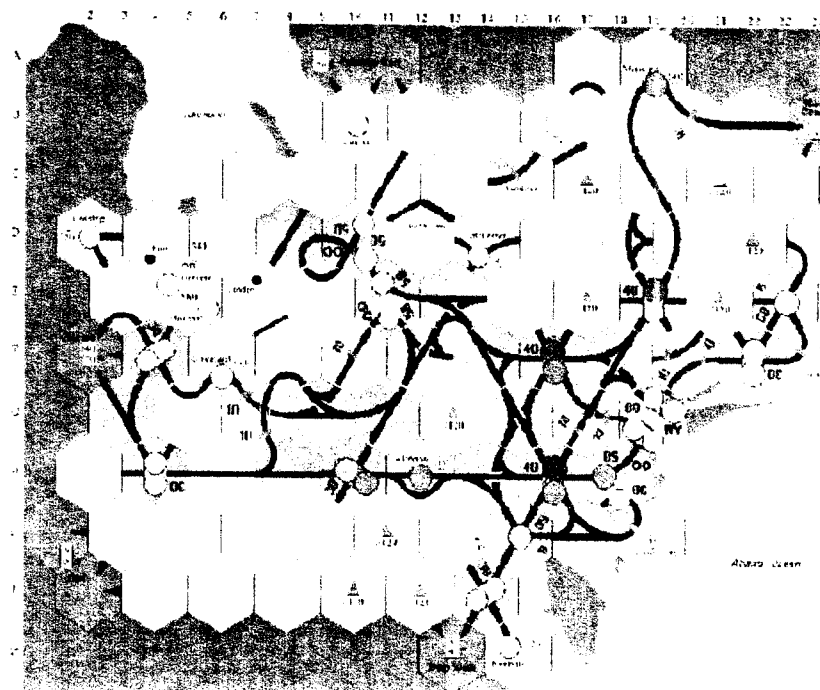
**Yellow:** #2(1), #3(2), #4(1), #7(1), #8(5), #9(4), #55(1), #57(4), #58(1)

**Green:** #16(1), #19(1), #20(1), #23(2), #24(3), #25(1), #26(0), #27(0), #28(1), #29(0), #59(2)

**Brown:** #40(1), #41(1), #42(1), #44(1), #46(1), #66(1), #68(1), #70(1)

Due next: ORs 10a-c to finish the game.

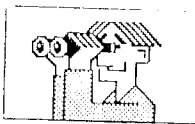
Transcript and current map are on the website.



1870

# "ARTEMIS GORDON"

CONCLUDED



## PLAYER STATUS:

\*Indicates Presidency (certs)

Bailey: \$2674, 8\* SLSF, 2 IC, 2 GM&O, 1 MP, 1 SP, 1 KATY, 1 AT&SF (13+2) <Priority>  
 Hanna: \$3480, 7\* IC, 6\* MP, 1 KATY, 1 SSW, 1 GM&O, 2 FW, 2 AT&SF, 1 TP, 2 SP (13+8)  
 Martin: \$2456, 7\* GMD, 6\* SP, 1 KATY, 2 SSW, 1 MP, 1 TP (13+3)  
 Zieske: \$2828, 6\* KATY, 6\* AT&SF, 1 IC, 1 FW, 1 SSW, 1 MP, 2 TP (9+7)  
 Frueh: \$3191, 6\* SSW, 6\* FW, 6\* TP, 1 MP, 1 SP, 1 KATY, 1 AT&SF (12+7)

## CORPORATE STATUS:

Corp	Prez	Price	Par	IO	Pool	Hld Cash	Dist	Train	Tokens
KATY	PZ	A400a	180	0	0	0 272	Y	6	B11,B9,E12,N1*
SLSF	CB	A400b	100	0	0	2 84	Y	8	E12,B11,J5,M22*
IC	CH	A375	68	0	0	0 0	Y	8	K16,C18,A22*
FW	MF	B225	100	0	0	1 29 Y	6		J3,H13,A2*
TP	MF	B200	90	0	0	0 5	Y	10	J5,I,N17*
GM&O	BM	C120	68	0	0	0 1	Y	6	M20,K16,C18*
SP	BM	C82	72	0	0	0 89 Y	10		N1,H17,I,N17*
ATSF	PZ	B72	82	0	0	0 4	Y	12	B9,J3,I,N1*
SSW	MF	D68	82	0	0	0 1	Y	8	H17,J3*,H13
MP	CH	D64y	76	0	0	0 0	Y	12	C18,B11,I,J5*

## OR 8b (continued)

**GM&O:** No tile play. Run train: M22-M20-N17-M14-K16-C18\* (\$330), pay divs (BM +\$231, CB+\$62, CH +\$31), price to C140.

**SP:** No tile play. Run N1-M2-M6-M8-L11-M14-N17-M20-H17-C18 (\$370). Pay (BM +\$222, CB,CH & MF +\$37), price to C90.

**AT&SF:** No tile play. Run N1\*-M2-K4-J3-F6-D6-M6-L11-M14-N17-M20-C18 (\$480). Pay dividends (PZ +\$288, CH +\$96, CB & MF +\$48). Price to B76.

**SSW:** No tile play. Run J3\*-H13-H17-M20-N17-M14-L11-B11 (\$390). Pay dividends! (MF +\$234, BM +\$78, CH & 39,PZ +\$39). Price to D72.

**MP:** Play no tile. Run A2-D5-F5-B11-B19-C18-M20-N17-M14-L11-M6-J5\* (\$540). Pay dividends (CH +\$324, CB, BM,PZ, & MF +\$54). Price to D69.

## OR 8c

**KATY:** No tile play. Run C18-B11-B9-M6-M2-N1\* (\$320). Pay divs (PZ +\$192, CB, CH, BM, & MF +\$32). Price topped at A400a.

**SLSF:** No tile play. Run M22\*-M20-N17-M14-L11-J5-B11-C18 (\$420). Pay divs (CB +\$336, Frisco +\$82). Price topped at A400b.

**IC:** No tile. Run A22\*-C18-K16-M20-N17-M14-L11-B11 (\$430). Pay (CH+\$301,CB+\$86,PZ+\$43). Price to A400c.

**FW:** No tile play. Run A2\*-D5-F5-J3-H13-C18 (\$310). Pay divs (MF +\$186, CH +\$62, PZ & FWD +\$31), price to B250.

**TP:** No tile play. Run N17\*-M20-M14-L11-M6-M2-K4-J5-F5-B11 (\$420), pay divs - (MF +\$252, PZ+\$84, CH & BM +\$42), price to B200.

**GM&O:** No tile play. Run M22-M20-N17-M14-K16-C18\* (\$330), pay divs (BM +\$231, CB+\$62, CH +\$31), price to C160.

**SP:** No tile play. Run N1-M2-M6-M8-L11-M14-N17-M20-H17-C18 (\$370). Pay (BM +\$222, CB,CH & MF +\$37), price to C100.

**AT&SF:** No tile play. Run N1\*-M2-K4-J3-F6-D6-M6-L11-M14-N17-M20-C18 (\$480). Pay dividends (PZ +\$288, CH +\$96, CB & MF +\$48). Price to B82.

**SSW:** No tile play. Run J3\*-H13-H17-M20-N17-M14-L11-B11 (\$390). Pay dividends! (MF +\$234, BM +\$78, CH & 39,PZ +\$39). Price to D76.

**MP:** Play no tile. Run A2-D5-F5-B11-B19-C18-M20-N17-M14-L11-M6-J5\* (\$540). Pay dividends (CH +\$324, CB, BM,PZ, & MF +\$54). Price to D72.

## PLAYER STATUS:

\*Indicates Presidency (certs)

Frueh: \$4409, 6\* SSW, 6\* FW, 6\* TP, 1 MP, 1 SP, 1 KATY, 1 AT&SF (12+7)

Bailey: \$3469, 8\* SLSF, 2 IC, 2 GM&O, 1 MP, 1 SP, 1 KATY, 1 AT&SF

Hanna: \$4997, 7\* IC, 6\* MP, 1 KATY, 1 SSW, 1 GM&O, 2 FW, 2 AT&SF, 1 TP, 2 SP

Martin: \$3674, 7\* GMD, 6\* SP, 1 KATY, 2 SSW, 1 MP, 1 TP

Zieske: \$3981, 6\* KATY, 6\* AT&SF, 1 IC, 1 FW, 1 SSW, 1 MP, 2 TP

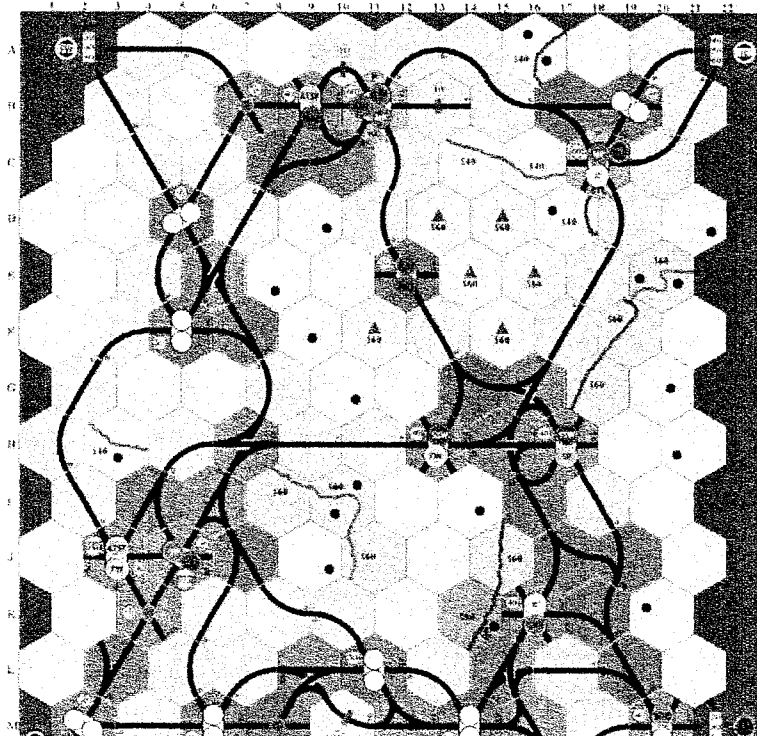
## CORPORATE STATUS:

Corp	Prez	Price	Par	IO	Pool	Hld Cash	Dist Train	Tokens
KATY	PZ	A400a	180	0	0	0 272	Y 6	B11,B9,E12,N1*
SLSF	CB	A400b	100	0	0	2 84	Y 8	E12,B11,J5,M22*
IC	CH	A400c	68	0	0	0 0	Y 8	K16,C18,A22*
FW	MF	B250	100	0	0	1 29 Y 6	J3,H13,A2*	
TP	MF	B225	90	0	0	0 5	Y 10	J5,I,N17*
GM&O	BM	C160	68	0	0	0 1	Y 6	M20,K16,C18*
SP	BM	C100	72	0	0	0 89 Y 10	N1,H17,I,N17*	
ATSF	PZ	B90	82	0	0	0 4	Y 12	B9,J3,I,N1*
SSW	MF	D76	82	0	0	0 1	Y 8	H17,J3*,H13
MP	CH	D72	76	0	0	0 0	Y 12	C18,B11,I,J5*

The game is over.

## RECKONING

	CASH	STOCKS	TOTAL	PLACE
Hanna:	\$4997	\$4957	\$9954	1
Bailey:	\$3469	\$4974	\$8443	2
Frueh:	\$4409	\$3960	\$8369	3
Zieske:	\$3981	\$4140	\$8121	4
Martin:	\$3674	\$2569	\$6254	5





# WIZARD'S QUEST

Turn 3-4

01

## The Cast: (and table order)

Yellow: Alan Baugender  
Blue: Debbie Anderson  
Green: Bill Lenoir

Purple: Greg Crowe  
Red: Ron Fisher

## Turn 3 (concluded)

**PLAYERS:** Turn order is R > C

Red gets 4 men, petitions the Wizard, plays card for extra attack, adds 4 men to Maplevale (9R,S), attacking Pembroke (1P) (1,2 = -1 Red, 1P dispersed to Radner Fen). Advance all but one man; attack empty Moss Glen, advancing all but one man.

Green gets 4 men, petitions the Wizard, plays card for 3 extra men, places 3 in Castle 7, 4 in Flintshire (14G,H), attacks Pembroke (1R) (6,3; 5,2 = -3G, -1R), and advances all but 1 man.

## BOARD:

**Castles:** 1(1X,BT), 2(3Y,LT), 3(4X,RT), 4(4X,YT), 5(1P), 6(2B,S,GT), 7(9G,S), 8(7R)

**I:** 1(9B,H), 2(1B,RT), 3(1Y), 4(1B), 5(5Y), 6(1X,PT).

**II:** 1(1X), 2(1X), 3(2X), 4(1X), 5(2Y), 6(1X).

**III:** 1(7R,S), 2(5P,S), 3(10G,H), 4(1R), 5(-), 6(D).

**IV:** 1(2B), 2(1X), 3(2B,YT), 4(4P,H), 5(4X), 6(8R,BT,H).

**V:** 1(2Y,S), 2(2X,CT), 3(-), 4(2R), 5(2X), 6(1P).

**VI:** 1(1X), 2(W), 3(3X), 4(1G), 5(1X), 6(1R,YT).

**Cards:** Y: 1,boat P: 2,boat B: 0 R: 0 G: 1

## Turn 4

**ORCS:** Orcs multiply in Regions and 1, 2, 3, 4, & 6. Red Dune, Heatherlawn, Portston Moor, Sheep Meade, Gaudy Green, Ore Hill, Dread Moor, Blood Rock, Kilgarren, Windfor & Castle 1 all receive 1 orc. There are 2 Ore Frenzies.

Sadbury (4X) vs Castle 7 (9G,S): (1,6) = -1G, -4 orcs

Castle 3(4X) vs Moss Glen (7R,S): (2,4) = -2R -4 orcs

Orcs occupy vacant N Hump, Sunken Dale, Sadbury, Castle 3.

**DRAGON:** Can't move to Blood Rock (6,1), but does move to Moss Glen (3,1) and gobble 2R.

**WIZARD:** Moves to Earthen Pass and prospers Purple (+3P).

**PLAYERS:** Turn order is P > B > R > G > Y

Purple gets 4 men, petitions the Wizard, plays "I give you three extra men", places 7 men in Marls Gate, augments with 3 men from Earthen Pass, attacks Marls Gate (15P,S) to Castle 2 (3Y) (2,1; 6,3 = -4P, -3Y), advancing all but 1, dispersing 4Y to Hidden Hollow, and captures his Chest (+4P).

Blue gets 4 men, petitions the Wizard, places all four on Lair of the Lizard (13B,H), attacks Castle 1 (2X) (5,1; 2,5 = -2X, -1B), advancing all but 1 man, and captures her Crown. Places 3 men in Castle 6.

Red gets 4 men, petitions the Wizard, plays card for 2 men and an extra campaign, places 6 men in Moss Glen (9R,S) and attacks Castle #3 (1X) (5,4 = disperse orc to Fingel), moves all but one man to castle and claim Ring (draws card); plays new card to add 2 men to Fernham, attacks Gandy Greene (3X) from Castle 3 (8R,S) (3,5 = 3R, dispersing 2x to Portston Moor), advancing all but one.

Green gets 4 men, petitions the Wizard, plays 2 cards for 6 extra men, places 6 in Castle #7 and 4 in Pembroke (14G,H), attacks N Hump (1X) (6,4; 4,1 -2G, -1X), and advances all but 1.

Yellow gets 4 men, ...

## BOARD:

**Castles:** 1(11B,H), 2(14P,S), 3(1R), 4(4X,YT), 5(1P), 6(5B,S,GT), 7(14G,S), 8(7R)

**I:** 1(1B), 2(1B,RT), 3(4Y), 4(1B), 5(5Y), 6(2X,PT).

**II:** 1(2X), 2(4X), 3(3X), 4(7R,S), 5(2Y), 6(2X).

**III:** 1(3R,S,D), 2(1P), 3(1G), 4(1R), 5(11G,H), 6(-).

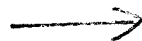
**IV:** 1(2B), 2(2X), 3(2B,YT), 4(4P,H), 5(1X), 6(10R,BT,H).

**V:** 1(2Y,S), 2(3X,GT), 3(1X), 4(2R), 5(2X), 6(1P,W).

**VI:** 1(2X), 2(-), 3(4X), 4(1G), 5(2X), 6(1R,YT).

**Legend:** Roman numeral = Region, #() = territory, B = Blue, D = Dragon, G = Green, H = Hero, P = Purple, R = Red, S = Sorcerer, T = Treasure, W = Wizard, X = orcs, Y = Yellow

14



# DUNE

Turn 0

Since we didn't get the BG prediction (Faction and Turn) and initial token placement and Fremie initial token placement before press time, we'll just list the factions this time. Still room for a couple more players. Due soonest is the aforementioned info. BG may make faction prediction condition on which factions are in game (Example: I predict Atreides in 7 unless BT is in the game, in which case it is Emperor in 9). Once received, we'll send out your traitor choices and initial card(s).

## The Board:

ATREIDES (Anderson): 10T @ Arrakeen, 10R, 10S, 1C

BENE GESSERIT (Fisher): 1T @ ??????, 5S, 19R, 1C

EMPEROR (Fisher): 20R, 10S, 1C

FREMEN (Barrett): 10T @ onboard, 3S, 7R, 3\*R, 1C

GUILD (K Wilson): 5T @ Tuek's Sitch, 15R, 5S, 1C

HARKONNEN (Nichols): 10T Carthag, 10R, 10S, 2C

## ALSO AVAILABLE:

BENE TLEILAXU: 4C, 4S

IX: 20R, 20S, 1C

LANSSRAAD: 20R, 30S, 1C

Storm: Sector 1

# DUNE

PBM System, Pt 2

## Feedback from the GM

After receiving movement orders from the players, the GM should send out a report to the players including the following:

- 1) Storm round results;
- 2) Spice blow results;
- 3) Bid round results;
- 4) Movement round results;
- 5) Combats to be resolved and order of battle resolution;
- 6) A listing of where the BG are hostile this turn; and
- 7) Next turn's storm round and spice blow.

Should by accident members of the same alliance attempt moves which would result in joint occupation of a territory, the faction moving with the greatest number of tokens occupies it while other player(s) are left back at the point immediately prior to entering the province. (For example Atreides and Guild players are allied. Atreides orders nine tokens to ship down to Carthag and moves these same tokens to the Imperial Basin. The Guild meanwhile moves ten tokens in the P Sink to the Imperial Basin. The GM would report that there are ten Guild tokens in the Imperial Basin and nine Atreides tokens in Carthag. If the Atreides attempted to ship troops directly to the Imperial Basin or if Carthag is occupied by Guild forces, the Atreides tokens would remain in reserve.) Should there be a tie for the greatest number of tokens, the faction with the greatest amount of spice moves in; if a tie still exists the position goes to the faction with the strongest remaining leader. (Remaining ties are broken by a random number).

So that the players and GM may make themselves as clear as possible on mapboard position the map's sectors are labeled with a number. Starting with the "Start Storm" sector and proceeding in the direction of the storm, label the sectors "1" through "18". Unless otherwise instructed, the will assume that any tokens moved are placed in the sector currently furthest from the storm.

Purple, R = Red, S = Sorcerer, T = Treasure, W = Wizard, X = orcs, Y = Yellow

Game transcript and current map are on the website.

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## The Cast

Andy York (Red)  
Mike Scott (Purple)

Rick Copeland (Blue)  
Deb Anderson (Gold)

## Turns 4-1 to 5-4

Y: Roll = 4. Y collects 1 lumber @ d2. C collects 2 lumber and S 1 lumber @ d5. Trade grain to C for brick. Build a road d3/e2 (-bl) and buy a card (-gos) \_\_\_\_\_.  
C: Roll = 2. Y collects 1 brick @ b3. Trade 4 lumber for 1 sheep.  
S: Roll = 3. Y & S collect 1 grain from d3. A collects 1 ore from d6. No trade.  
A: Roll = 5. A collects 1 grain @ b2. A collects 1 ore @ d6. Build City @ d5/e5/e6 (-ggooo +1 VP).  
Y: Roll = 11. S collects 1 brick @ d4. No trade. Build a road c3/d3 (-bi).  
C: Roll = 7. S discards one each Lumber, Brick, Ore, Grain. C moves Robber to c3 and steals grain from A. No trade.  
S: Roll = 8. A & Y collect 1 lumber from c2. C & A collect two brick from e5. No trade. Build road @ d4/e4 (-bi).  
A: Roll = 9. S & Y collect 1 grain @ c4. C collects a grain @ f3. No trade. Build road ?? (-bi).

Assets: (the Robber is at c3)

	brick	grain	lumber	ore	sheep	Knights	cards	VP	other
Y	0	2	1	0	0	0	1	2	--
C	4	3	0	0	1	0	0	3	--
S	0	2	0	0	0	1	0	2	--
A	2	0	0	1	0	0	0	3	--

Y: Settlements: c2/d2/d3, b3/c3/c4  
Roads: c2/d3, c3/c4, d2/d3, d3/e2, c3/d3

C: City: d5/e4/e5  
Settlement: e3/e4/f3  
Roads: d5/e5, e4/f3, f3/f4

S: Settlements: c4/c5/d5, d3/d4/e3  
Roads: c5/d5, e3/d4, d3/e3, e2/e3, d4/e4

A: City: d6/e5/e6  
Settlements: b2/c2/c3

--"PUERTO RICO" (continued from next page)

## TURN 8

Martin: Gov. Sm Warehouse(x), Sm Indigo(\_), Sm Sugar(\_), Corn(x), Sugar(x), Sugar(\_), Quarry(x), Indigo(x), Corn(\_), 9d, 6 VP.  
Butitta: Sm Market(x), Sm Indigo(x), C Roaster(x), Indigo(x), Coffee(x), 2xCoffee(\_), Quarry(x), 2xCorn(\_), 6d, 4 VP, Indigo.  
York: Sm Indigo(x), L Indigo(x\_x), Sm Warehouse(\_), 3xIndigo(x), Indigo(\_), Corn(x), Tobacco(\_), Sugar(\_), 0d, 12 VP.  
Fisher: Sm Market(x), Hospice(x), Sm Indigo(x), Tobacco St(\_), Corn(x), 3xQuarry(x), Tobacco(x), Tobacco(\_), Indigo(x), 1d, 5 VP.

AVAILABLE BUILDINGS: All but Sm Indigo, Sm Market, Sm Warehouse.

AVAILABLE PLANTATIONS: Quarry(x3), Coffee, 2xCorn, Indigo, Sugar

AVAILABLE ROLES: Builder(+1), Captain, Craftsman, Mayor(+1), Prospector(+1), Settler, Trader

COLONY SHIP: 4 colonists

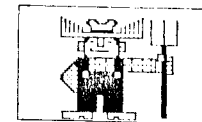
SHIPS: 5-ship, ?-ship(5 corn), ?-ship(2 coffee)

STOCK: 81 VP, 47 colonists, 7 coffee, 4 corn, 9 indigo, 11 sugar, 9 tobacco

TRADING HOUSE: corn, indigo.

Governor Martin chooses **Builder** (+1d) and builds Residence (8d, 2 cr). Butitta builds factory (6d, 1 cr). York builds not. Fisher builds not.

Butitta chooses **Mayor** (+1d) and puts 1 colonist on corn, 1 on factory. York places colonist on Sm Warehouse. Fisher .... Martin ...



## TURN 5 (Concluded)

Fisher chooses Settler and picks Quarry(x). Martin picks Corn. Butitta picks Corn. York picks Indigo. Tobacco and Indigo are discarded and five new plantations are drawn.

Martin chooses Craftsman (1d), produces 1+1 corn. Butitta produces indigo and corn. York produces 2 indigo and corn. Fisher produces corn. Captain, Prospector, and Trader each receive 1d.

## TURN 6

York: Gov. Sm Indigo(x), L Indigo(x\_x), Sm Warehouse(\_), 2xIndigo(x), 2xIndigo(\_), Corn(x), Tobacco(\_), 0d, 6 VP, 2 Indigo, 1 corn.  
Fisher: Sm Market(x), Hospice(x), Sm Indigo(\_), Corn(x), 3xQuarry(x), Tobacco(x), Tobacco(\_), VP, 1 corn.  
Martin: Sm Warehouse(x), Sm Indigo(\_), Corn(x), Sugar(x), Sugar(\_), Quarry(x), Indigo(\_), 7d, 2 corn.  
Butitta: Sm Market(x), Sm Indigo(x), C Roaster(\_), Indigo(x), 2xCoffee(\_), Quarry(x), Corn(x), Corn(\_), 3d, 1 Indigo, 1 corn.

AVAILABLE BUILDINGS: All but Sm Indigo, Sm Market, Sm Warehouse.

AVAILABLE PLANTATIONS: Quarry(x3), Coffee, Corn, Indigo(x2), Sugar

BONUS ROLES: Captain(1d), Prospector(1d), Trader(1d)

COLONY SHIP: 4 colonists

SHIPS: 5-ship (3 corn), 6-ship (5 indigo), 7-ship

STOCK: 95 VP, 53 colonists, 9 coffee, 1 corn, 3 indigo, 11 sugar, 9 tobacco

TRADING HOUSE: corn, indigo.

Governor York chooses **Mayor**, placing a colonist each on the Large Indigo Factory and on Indigo plantation. Fisher places colonist on Sm Indigo. Martin places colonists on Indigo. Butitta places colonist on Roaster and transfer one from Corn to Coffee. Ship is loaded with 4 new colonists.

Fisher chooses **Builder** and builds Tobacco St (1d + 4 cr). Martin builds Sm Sugar (1d, 1 cr). Butitta builds not. York builds not.

Martin chooses **Captain** (+1d) and loads 2 corn (2+1 VP). Butitta loads 1 indigo (1 VP). Be and 6-ship sail off and goods returned to stock. York jettisons Indigo and corn.

Butitta chooses **Prospector** (+2d). Craftsman, Settler, and Trader gain 1d each.

## TURN 7

Fisher: Gov. Sm Market(x), Hospice(x), Sm Indigo(x), Tobacco St(\_), Corn(x), 3xQuarry(x), Tobacco(x), Tobacco(\_), 0d, 2 VP, 1 corn.  
Martin: Sm Warehouse(x), Sm Indigo(\_), Sm Sugar(\_), Corn(x), Sugar(x), Sugar(\_), Quarry(x), Indigo(x), 7d, 5 VP.  
Butitta: Sm Market(x), Sm Indigo(x), C Roaster(x), Indigo(x), Coffee(x), Coffee(\_), Quarry(x), 2xCorn(\_), 5d, 1 VP, 1 corn.  
York: Sm Indigo(x), L Indigo(x\_x), Sm Warehouse(\_), 3xIndigo(x), Indigo(\_), Corn(x), Tobacco(\_), 6 VP, 1 indigo.

AVAILABLE BUILDINGS: All but Sm Indigo, Sm Market, Sm Warehouse.

AVAILABLE PLANTATIONS: Quarry(x3), Coffee, Corn, Indigo(x2), Sugar

AVAILABLE ROLES: Builder, Captain, Craftsman(1d), Mayor, Prospector, Settler(1d), Trader(2

COLONY SHIP: 4 colonists

SHIPS: 5-ship, 6-ship, 7-ship

STOCK: 91 VP, 48 colonists, 9 coffee, 6 corn, 9 indigo, 11 sugar, 9 tobacco

TRADING HOUSE: corn, indigo.

Governor Fisher chooses **Settler** (+1d) and takes Indigo(x). Martin takes Corn. Butitta takes Coffee. York takes Sugar. Indigo is discarded, and a fresh set is drawn.

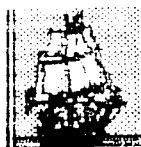
Martin chooses **Trader** (+2d). No one can trade.

Butitta chooses **Craftsman** (+1d) and produces 1+1 coffee and 1 indigo. York produces 3 indigo and 1 corn. Fisher produces 1 indigo and 1 corn. Martin produces 1 corn.

York chooses **Captain** and loads 4 indigo (4+1 VP) on the 5-ship. Fisher loads 1 indigo (1 VP). Martin loads 1 corn (+1 VP) on the ?-ship. Butitta loads 1 corn (1 VP). York loads 1 corn (+1 VP). Butitta loads 2 coffee on ?-ship (+2 VP). 5-ship sails and returns 5 indigo to stock. Builder, Mayor, & Prospector all +1d.

--continued on 1

## ON DECK



**1836:** Hanna, Zieske  
**1856:** Hanna, Frueh, Zieske  
**AGE OF RENAISSANCE:** Copeland  
**BALKAN WARS:** K Wilson, Dave A  
**BRITANNIA:** Zieske, Copeland, Dave A (need 1 more)  
**COLONIAL DIP:** Buchdorf (need 6 more)  
**DUNE:** K Wilson, Martin, Dave A, Nichols (like 1-4 more)  
**GUNSLINGER:** Scott, Fowble, R Fisher; need 4 or 5 more  
**HISTORY OF THE WORLD I:** Zodda, Dave A (need 4-5 more)  
**KREMLIN:** Nichols, Martin, Scott  
**LIFT-OFF:** York, Dave Anderson  
**MACHIAVELLI:** Nichols, Dave A, Scott (need 1-5 more)  
**MAGIC REALM:** Butitta, Deb A (need 4-8 more)  
**MERCHANT OF VENUS:** R Fisher, Deb A, Dowrey (need 1-3 more)  
**PUERTO RICO:** Bill Salvatore  
**RUSSIAN CIVIL WAR:** Scott, Martin  
**SAMURAI (AH):** Copeland  
**SILVERTON:** Zieske, Deb A, Nichols (need 1-3 more)

**OTHER POSSIBILITIES:** 1829 (N OR S), 4000 AD, AIR BARON, ATTIKA, CIRCUS IMPERIUM, CIRCUS MINIMUS, DOWN WITH THE KING, EVO, GODSFIRE, KAMAKURA, KREMLIN, MONSTERS, RAVAGE AMERICA, PLANET MINERS, SAMURAI, STELLAR CONQUEST, TITAN.

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 DEADLINE FOR MOST GAMES IS 1800 CENTRAL TIME 3 NOV 06  
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## The Bottom Line

This is **BORIS THE SPIDER**, a zine dedicated to the play of multiplayer games. BORIS is usually published following the first Friday of the month by Paul Bolduc, 203 Devon Ct, Ft Walton Beach 32547-3110 and currently has a subscription price of \$11.50 for 12 issues in hardcopy in the A hardcopy sub will also include an e-mail sub. Make checks payable to "Paul Bolduc". BORIS be reached at (850) 863-9081, or prbolduc@aol.com. If phoning, expect to be greeted by an answering machine. If we're here, not engaged in an epic computer battle or enthralled in baseb hockey, or college football, and recognize your voice, you may get to talk to a real human, so do hang up upon hearing our recorded message (it changes every power outage). Visit the BORIS Website at:



## Source of the Nile

Turn 53



## The Cast:

Brad Martin  
 Andrew York

Jason Bargender  
 Don Chinnery

D&D Anderson

**Published:** DD12 (lake, +79 acres), DD11 (lake, +75 acres), CC11 (lake, +88 acres), AA13 (veltd river from 1 and 4 to 2), Z14 (veltd, river from 5 to 4, cataract, waterfall is 350 feet), Z13 (veltd, ri from 1 to 2), G3 (jungle, river from 1 to 5), F3 (jungle, river from 1 and 3 to 4), E4 (jungle, river fr and 6 to 4), D3 (lake +38 acres), G4 (jungle, river starts and runs to 6), G24 (jungle, river from 3 to 6), H24 (swamp), G22 (mountain, river begins and extends to 4), H21 (desert, river from 1 to 3, oasis), I22 (veltd, river from 6 to 3), J19 (swamp), J18 (veltd), K18 (veltd), P2 (swamp), O4 (lake, acres), N4 (lake, +33 acres), FF8 (mountain, river from 6 to 5, cataract), FF7 (jungle/swamp), EE (jungle/swamp), EE9 (mountain, river from 3 to 1, 65 foot waterfall), DD8 (jungle/swamp), GG5 (veltd, river to 1), FF5 (veltd, river from 4 to 1), EE6 (desert, river from 4 to 1), DD6 (veltd, river fr to 2, 85 ft waterfall), DD7 (jungle/swamp), CC6 (veltd), BB6 (veltd, river to 5), BB5 (mountain, riv from 2 to 4 and 5), CC4 (desert, river to 4), DD3 (swamp), CC5 (desert), DD10 (lake, +32 acres), I (lake, +56 acres), CC10 (veltd), CC9 (jungle, river begins and flows to 1), BB10 (jungle, river from 1), AA11 (jungle, river from 4 to 1), AA12 (veltd), Z12 (veltd, river 4 to 5), CC12 (lake), F4 (veltd, 3 to 5), G5 (swamp), F5 (desert, river to 4), U3 (jungle), U4 (veltd), V5 (jungle, river from 1 to 3), V (jungle, river from 6 to 2), V6 (jungle), U6 (jungle, river from 5 to 1), U7 (jungle, river to 3), H19 (swamp), F22 (desert, oasis).

Positions still available for fearless explorers. Contact Alan Bargender if interested.

## STELLAR CONQUEST

**Kurzon Dax:** Still awaiting orders for Turn 40 combat and production and movement Turns 41 movement. Game ends after Turn 44 combat